TANDY®

Color Computer 3

Cat. No. 26-3159

Slay the beasts
to rescue the Wizard!

castle of tharoggad

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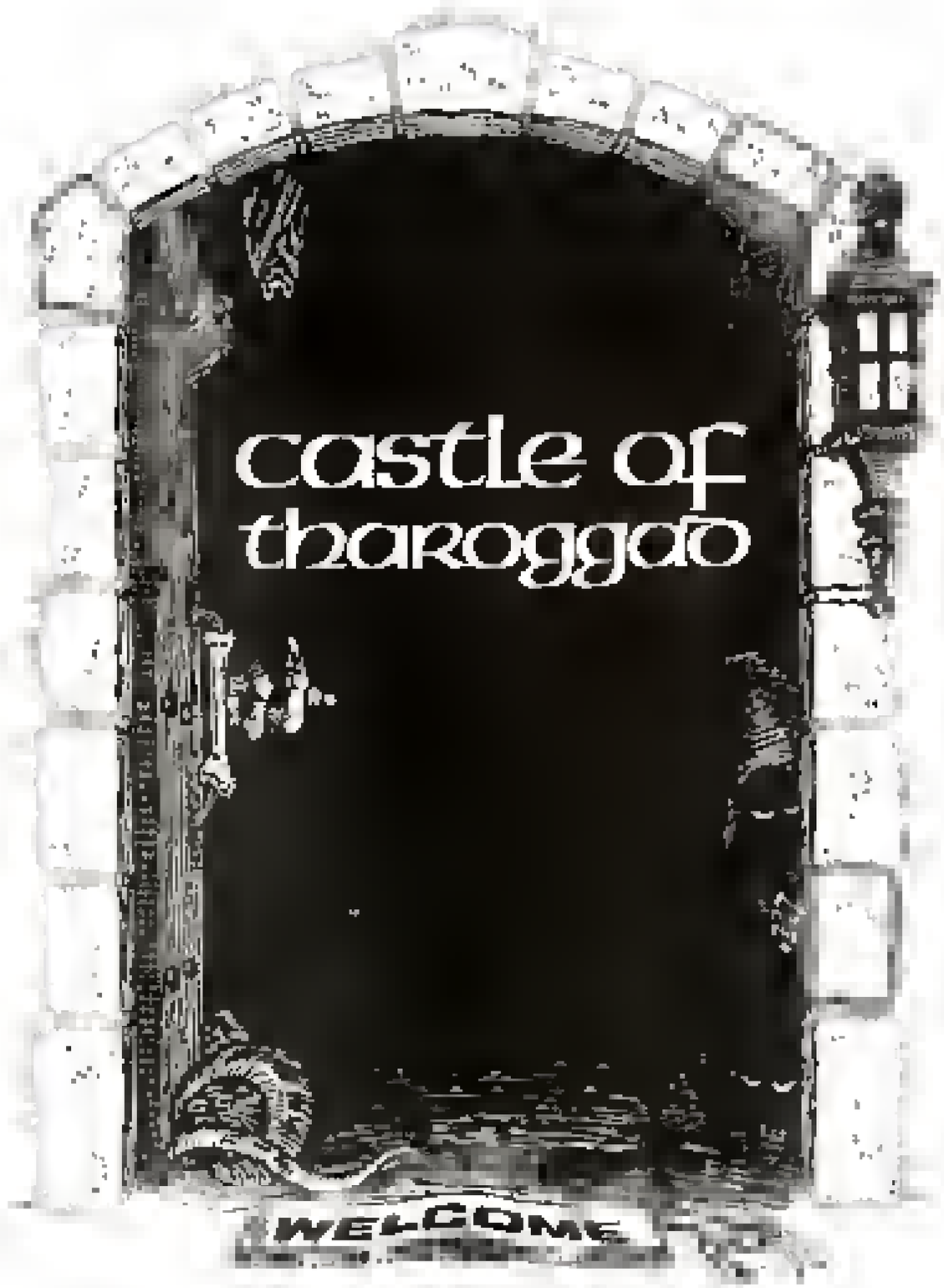
castle of
tharoggad
WELCOME

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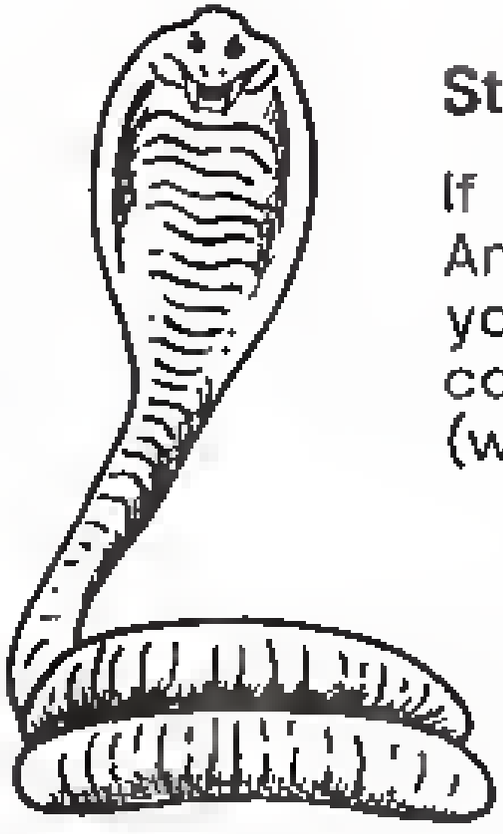
Scenario

For years the land of Tharoggad was ruled by a kindly Wizard. One terrible day the Good Wizard was abducted by his jealous evil brother and imprisoned in The Castle of Tharoggad. The Evil Wizard populated the castle with many horrible phantasms which solidify and attempt to kill any trespasser they encounter in the castle. He also set a few dangerous traps for any foolhardy adventurer who attempts to rescue the Good Wizard.

As the bravest and strongest hero in the land, you are selected by the townspeople to enter the Castle of Tharoggad and save the Good Wizard!



Starting Out

If you are using other than an RGB Analog monitor, hold down the F1 key on your keyboard while turning on your computer
(with ROM Pack inserted).

Next, you will be asked to enter your name. You may enter from 3 to 8 characters. If you use your initials or an abbreviation, always use the same one every time you play!

The title screen will be displayed, and you will next be asked if you would like to Restore a Game which you previously saved. Press N, unless you have played and saved a game. If you should press Y by accident, just hit ENTER to restart the game. (See "Saving & Loading Passwords.")

Playing the Game

As you enter the Castle, you start out on the ground floor. You have a backpack which contains a fresh torch that you may use to see. There are at least 7 levels of play and on each level you will find a trap door which leads upwards to the next level. You will want to make sure that you have acquired every object on your current level that you think you might need to continue your journey!

The denziens of the Castle will pick up objects as they encounter them and drop objects if you kill them. It may, therefore, be necessary to kill many or all of the creatures on any level to obtain the items you may need later on in the game.

While playing, espeically in battle, there will be times when the joystick is not real responsive. Consider this in your strategy . . .

The beating of your heart tells you how healthy you are. The faster it beats, the more tired you are, and the worse your general condition is. Resting will let you regain your strength, if you can avoid monsters long enough. Moving will cause you to get tired, so it is not a good idea to go running all over the Castle and tire yourself out before fighting creatures!

How to use the Icons

The entire game is icon and menu driven. When you start at the first level of play, a little arrow will appear on the lower half of your screen which can be moved by the motion of your joystick. This arrow is your POINTER.

Most of the bottom portion of the screen is composed of cartoon like pictures called ICONS. By moving your pointer on top of these icons and pressing the joystick button, you are SELECTING that icon. The following is a description of what actions you are able to perform by using the POINTER and ICON system:

Grab an Object:

To pick up an object from the floor of the castle, simply select one of the HAND icons and then click on the GRAB icon. If you are already holding an item in the hand you select, you will be told that your request is not possible. You may hold only one item in each hand at any time. If there are several objects on the floor in one spot, the program will pick up the item it first encounters.

Drop an Object:

To drop an object, click on the HAND holding the object you wish to drop then click on the DROP icon.

Inventory your Backpack:

Double-click on the BACKPACK icon to view the items stowed in your backpack. Clicking again anywhere on the screen will remove the inventory menu.

Store an Object:

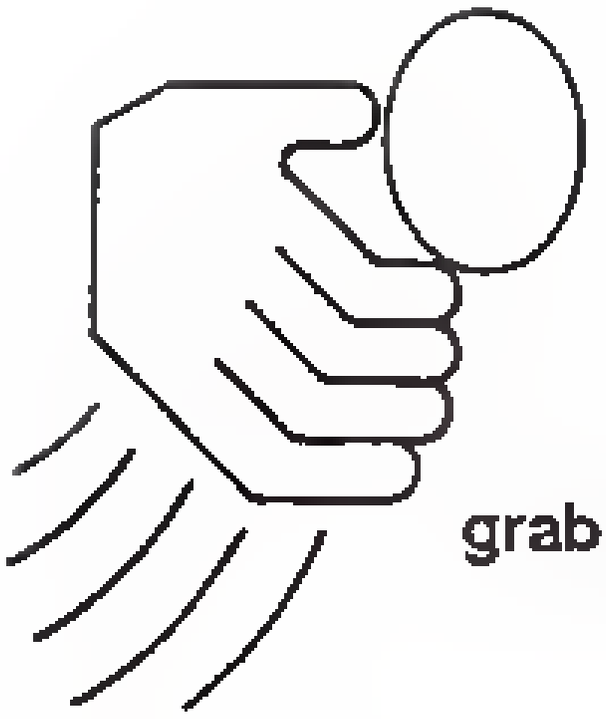
To stow an object in your backpack, click on the BACKPACK icon, then select the HAND holding the object.

Pull an Object:

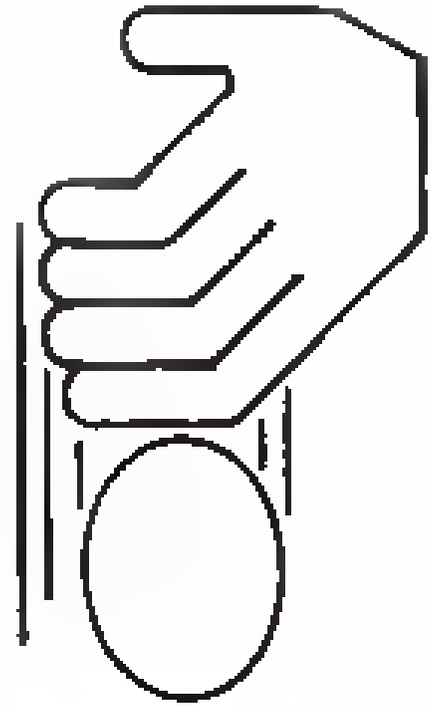
To pull an object from your backpack, click on the BACKPACK icon, then select an empty HAND. A menu of objects will appear. Select one and it will be placed in the hand you choose.

Attack:

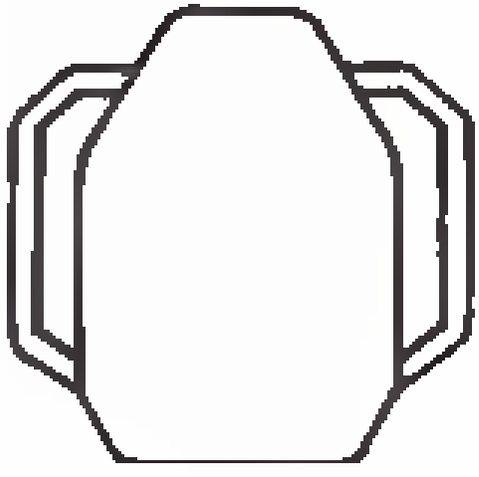
To attack with either hand, double-click on that HAND icon.



grab an object

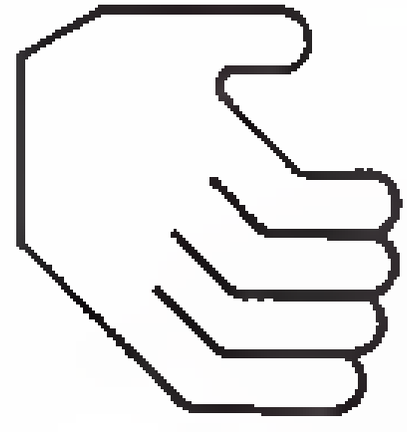


drop an object



backpack

left hand



right hand

Incant an Object:

To incant an object (such as a torch to light it) pick the HAND icon which holds the object, then click on the INCANT icon.

Movement:

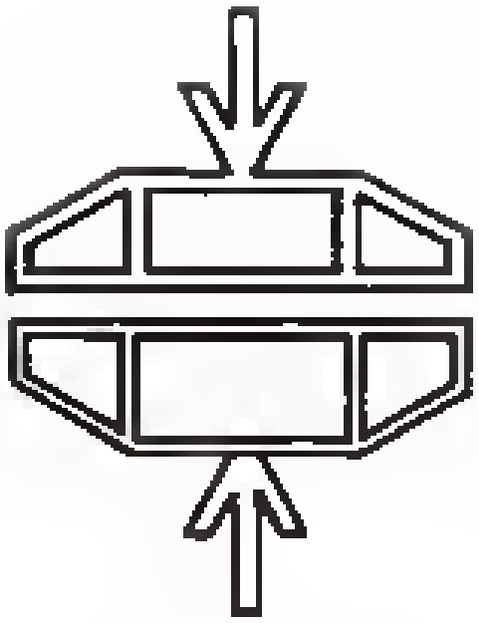
To move forward or backward, click on the F or B characters above and below the COMPASS icon. To turn left or right, click on the L or R characters.

Jump to the Next Level:

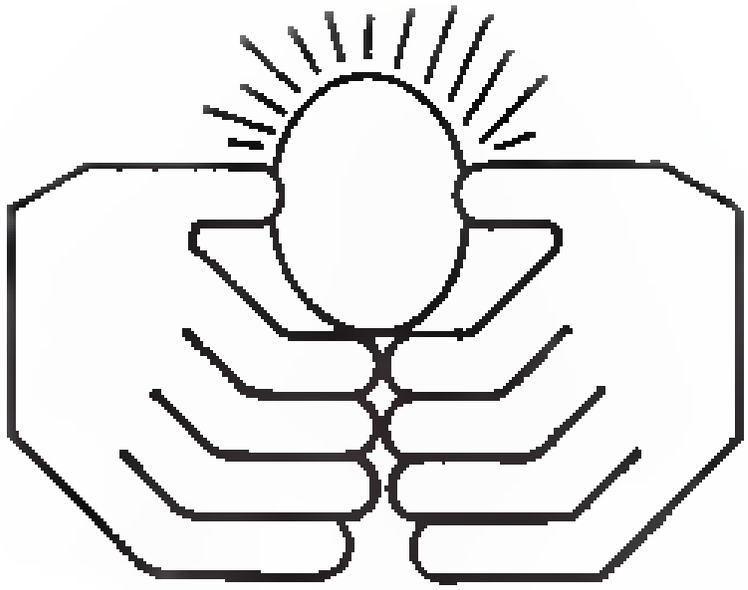
Find the trap door in the roof on your current level, and stand directly under it. Click on the JUMP icon to proceed to the next level.

Move Down a Level:

If you want to go back down a level, you must find the hidden trap door in the floor of your current level (where you first stated out on your current level) and select the MOVE DOWN icon. A double beep will inform you if you have found the spot where the trap door in the floor is!

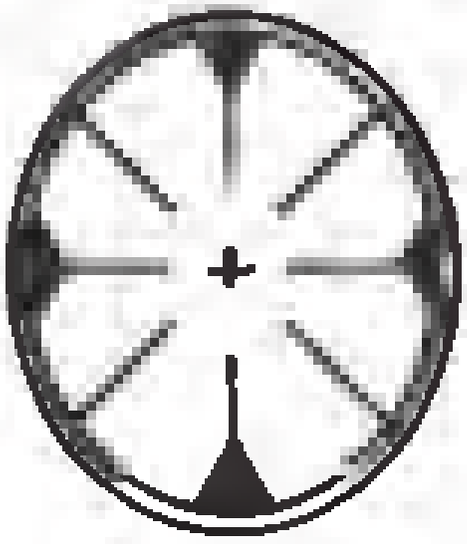


jump to the next level



incant

heart beat



compass

power level

Save the Game:

To save your current status in the game, click on the SAVE icon. You will be presented with four 9 character Passwords which you MUST correctly write down and re-enter to restore the game. This is also a simple way to PAUSE the game if the phone rings.

Passwords

When entering passwords, there is virtually no editing available. Passwords are 9 characters long, an consist of numbers 0-9 and letters A-Z. Four passwords are required to restore a game. If you make an error in entering a password, just hit ESCAPE (or BREAK) and you will have to start back at Password #1 again. If you decide not to enter a password after all, press ENTER and the title screen will be redisplayed.

Saving & Loading

During game play, you may click on the SAVE icon at your convenience. It will not affect game play, and provides a useful pause feature as well! Four 9 character passwords will be presented. Pressing any key continues to the next password.

Saving a game has its' advantages and disadvantages! When you use the passwords to restore a game, your saved level, position, inventory, item status, strength, items in hands, direction facing, and more will be restored to their condition at the point you saved.

If you were fighting a creature, however, you will find that any damage you may have done to him will be healed! Only creatures that you have killed will stay dead; any injured creatures will regain full strength upon restoring a game. To make up for this, restoring also causes all creatures to appear randomly, so that a save while fighting a creature may not necessarily cause him to appear near you on restoring the game.

Castle of Tharoggad

Storm the treacherous castle to rescue the good wizard. Slay the scary beasts that lurk in the mazeways, break through sinister traps set by his evil captor, and overcome the weariness that threatens your survival.

What you will need:

- Tandy Color Computer 3
- Television or monitor
- Joystick or mouse

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